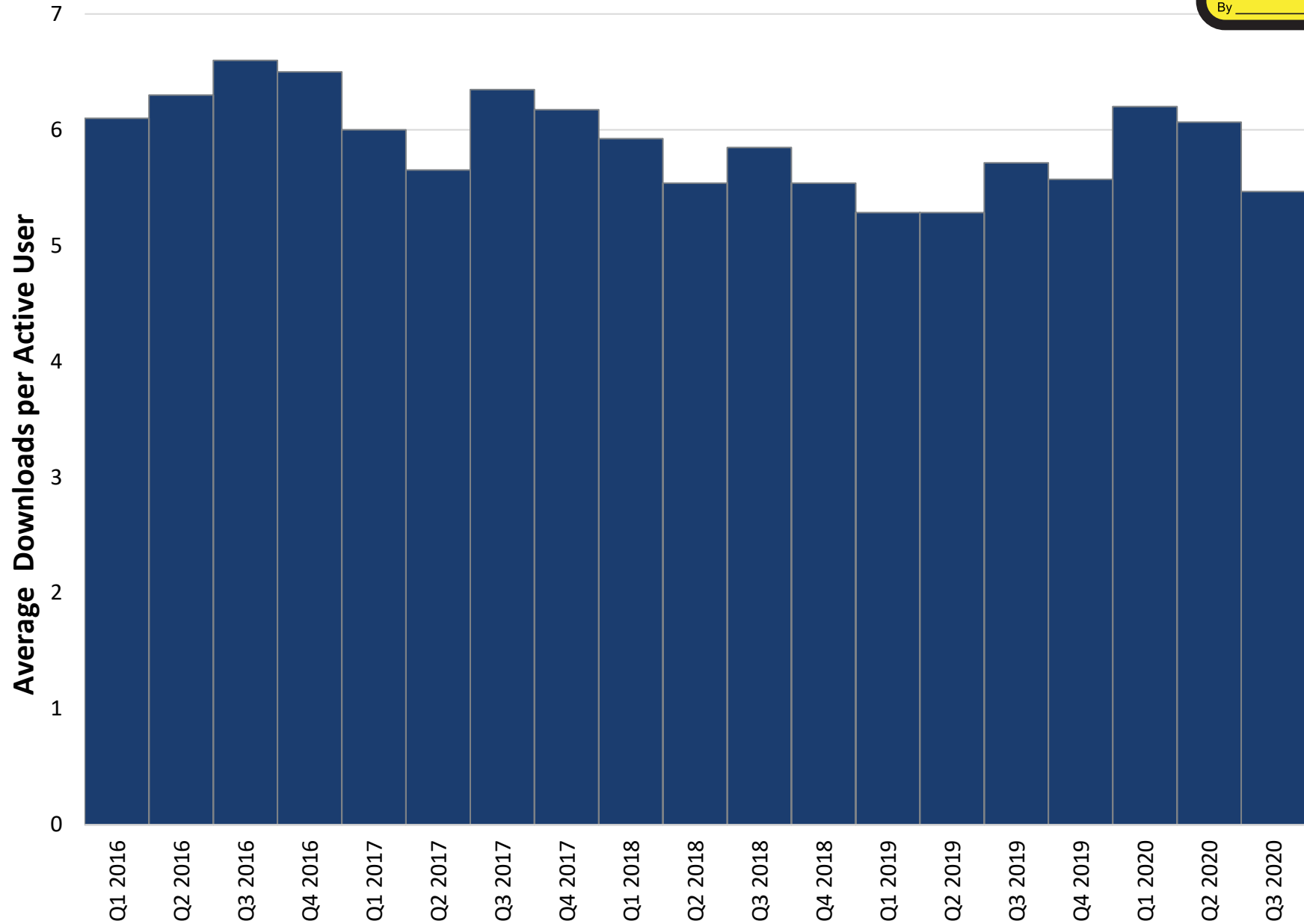


**Figure 9: Average Quarterly App Downloads per Active iOS Device, 2016 -2020**

Epic Games, Inc. v. Apple Inc., Case No. 4:20-cv-05640-YGR-TSH (N.D. Cal.)  
Summary Pursuant to Federal Rule of Evidence 1006

**PLAINTIFF**  
U.S. District Court - NDCAL  
**4:20-cv-05640-YGR-TSH**  
*Epic Games, Inc. v. Apple Inc.*  
**Ex. No. PX-1012**  
Date Entered \_\_\_\_\_  
By \_\_\_\_\_



## Figure 9: Average Quarterly Downloads per Active iOS Device, 2016-2020

### Notes:

Active iOS device data updated annually, download data updated quarterly.

Number of active devices for 2017 estimated taking average of 2016 and 2018 active devices.

### Sources:

<https://www.businessofapps.com/data/app-statistics/>

PX-2924 (<https://www.statista.com/statistics/695094/quarterly-number-of-mobile-app-downloads-store/>)

PX-2850 (<https://www.apple.com/newsroom/2016/01/26Apple-Reports-Record-First-Quarter-Results/>)

PX-2851 (<https://www.apple.com/newsroom/2018/02/apple-reports-first-quarter-results/>)

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PX-2857 (<https://9to5mac.com/2020/01/28/apple-hits-1-5-billion-active-devices-with-80-of-recent-iphones-and-ipads-running-ios-13/>)